

FACT SHEET

ext. 780

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Kirby[™] Air Ride

Format: Nintendo GameCube[™]
Launch Date: October 13, 2003
ESRB: E (Everyone): Mild Cartoon Violence
Game Type: Racing
Players: 1-4
MSRP: \$49.99

Game Summary

Kirby arrives on Nintendo GameCube at warp speed in his first-ever racing game. Based on the same principles as games like *Super Smash Brothers*[®] and past Kirby titles, *Kirby Air Ride* offers an entirely new approach to the racing genre. The ultra-easy controls that define all Kirby games give *Kirby Air Ride* instant playability no matter how skilled the players may be.

Features

- Break and slide around corners with a unique "push" action. "Charge-up" as you slide, then release for break-neck acceleration!
- Kirby wouldn't be Kirby without stealing enemy abilities and using them to his advantage. Copy enemy abilities with a single button.
- Three distinct play modes push the racing genre in new directions. The Air Ride and Top Ride modes offer 3- and 2-D racing, respectively, while the City Trial mode takes the battle action from the Air Ride mode and turns it into a race for power-ups before launching players into full-on tournament battle.
- Establish your racing dominance and win races by mastering corner slides and gliding through the air with no acceleration button.
- Race different types of warpstar vehicles, each with different racing properties.

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